CURRICULUM VITAE

Patrik Simic

Personal Data

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Education

Master's degree in mathematics and computer science, Faculty of Natural Sciences and Mathematics, Mathematics department, University of Zagreb, Croatia,

Work experience

Sabbatical

• period: October 2023 - present

minor contributions to following Rust based projects:

Zed Editor - github.com/zed-industries/zed
Quadratic - github.com/quadratichq/quadratic

Typst - github.com/typst/typst

Graphite - github.com/GraphiteEditor/Graphite

helping friends

traveling

PSPDFKit www.pspdfkit.com (rebranded as Nutrient)

• period: August 2022 - October 2023

• job description: Windows SDK team lead / senior software developer

• responsibilities: full remote software development (the company headquarter is located in US employing people from 29 countries).

Implementation of the Windows App SDK and MAUI SDK of the main company product (PDF management library) using C#, C++, React (JavaScript) and Webassembly.

Helping with integration of acquired companies (Orpalis and Muhibmi) and their software.

blog articles:

"How to build a Tauri PDF viewer with PSPDFKit"

"How to Build a .NET MAUI PDF viewer"

"Sonus Vox"

"A Perfect Gift ..."

Fix8 Market Tech www.fix8mt.com

• period: April 2020 - July 2022

• job description: senior software developer

• responsibilities: full remote software development (the company is located

in Australia) using Vue.js, Gridsome (JavaScript) and Django (Python) with tools: Github, Docker, CicleCI,

Slack ...

Implementation of a configuration editor for the

company's existing FIX engine

Rewrite of the company website from an single page application to a statically generated site using

 ${\tt Gridsome} \ {\tt framework} \ {\tt with} \ {\tt GraphQL}$

Implementation of various search engine optimizations

using Amazon services (S3 and CloudFront)

nemase.com <u>www.nemase.com</u>

• period: June 2016 - December 2019

• job description: senior software developer

• responsibilities: software development using Vue.js (JavaScript) and Rust

Implementation of a survey engine using Vue.js for

frontend and Rust for backend

Using probabilistic graphical models (bayesian networks)

to implement AI capabilities of the survey engine

Altova www.altova.com

• period: July 2003 - November 2015

• job description: software team lead /senior software developer

• responsibilities: software development in MS VC++ 2010, 2008 and 6.0

using MFC, <u>Scintilla</u> and <u>ANTLR</u> software development using Scala

Implementation of a text editor and text control for all Altova's products (XmlSpy, MapForce, uModel, StyleVision, DiffDog, SemanticWorks etc.) based on scintilla with autocompletion support for various languages (XML, XQquery, HTML, CSS etc.)

Implementation of Java parsers for uModel application based on ANTLR, as well as parsers for several dialects of SQL for DatabaseSpy application based on modified ANTLR engine

Implementation of a charting library, XBRL editor and
parts of XML schema validator
Customization of Clang front-end for parsing MSVC
runtime C++ code

Implementation of low level data structures for
MobileTogether set of applications

Implementation of MobileTogether server using C++,
Python, Cython and CherryPy

Implementation of web client for MobileTogether
application - generating JavaScript and
HTML using jQuery and jQuery mobile libraries

Salomon Automation www.salomon.at

• period: October 2002 - May 2003

• job description: software developer

• responsibilities: software development in C under HP-UX

(with Windows and Linux targets)

AVL www.avl.com

• period: September 2000 - September 2002

• job description: software developer

• responsibilities: software development in MS VC++ 6.0

(mostly using ATL, STL, WTL),

Java (Borland JBuilder 6) with OpenGL

Implementation of Lookahead Driver numerical algorithm for prediction of automobile engine behavior, design and implementation of custom COM containers based on combination of STL containers, maintenance and extensions to TestDrive, a 3D track editor written in java using

OpenGL

Professional skills

- good working knowledge in programming on Windows and Linux (Fedora, Arch, Ubuntu, NixOS) using Rust and C++ programming languages, interest in Object Design and generic programming using functional and template patterns
- good working knowledge in web frontend programming using Svelte(Kit), Vue.js and React
- experience with Scintilla and ANTLR open source projects
- experience with concurrent programming using Rust, C++, Scala and Erlang/Elixir - name of my master's thesis was "Actor model of concurrent computation" where I implemented a small actor library in C++)
- special personal interest in functional programming Ocaml, Haskell and Common LISP programming languages, as well as certain fields in mathematics (Abstract Algebra, Number Theory and Graph Theory

Languages

- English language: fluent (written and spoken)
- German language: fluent (written and spoken)
- Spanish language: basic grasp

Certificates / Courses / Conferences

- Euro Rust 2024, October 10 2024, Vienna, Austria
- <u>Euro Rust 2024 Testing in Rust Workshop</u>, October 9 2024, Vienna, Austria
- Lambda Days, February 22 2018, Krakow Poland
- International Conference on Functional Programming Workshop on Type-Driven Development, 2017, Oxford, UK

 <u>EuroClojure 2012</u>, May 21 2012, London, UK
- <u>European Common Lisp Meeting</u>, September 13 2009, Hamburg, Germany
- <u>European Ruby Conference</u>, March 29-30 2008, Prague, Czech Republic
- <u>International Lisp Conference 2007</u>, June 19-22 2005, Cambridge, UK
- European Common Lisp Meeting, April 30 2006, Hamburg, Germany
- <u>European Joint Conferences on Theory and Practice of</u> Software, March 25 - April 2 2006, Vienna, Austria
- <u>International Lisp Conference 2005</u>, June 19-22 2005, Stanford University, USA
- <u>European Common Lisp Meeting</u>, April 24 2005, Amsterdam, Netherlands
- Working Conference on Generic Programming, July 2002, Dagstuhl, Germany
- <u>International Conference On Functional Programming, Haskell</u> <u>Workshop</u>, September 2001, Florence, Italy

Local Meetups

- <u>Vienna Rust</u>
- <u>Svelte Society Austria</u>
- <u>ViennaJS</u>